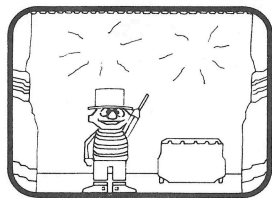


Get The Picture?

Not every shape Ernie zaps on the table will be part of his picture. So watch those shapes carefully!

When you have matched all of the shapes in the picture, Ernie's magic rabbit will pop onto the screen and hop around.



Then Ernie will wave his magic wand and both shape pictures will disappear. Presto! You will be ready for a new shape picture.

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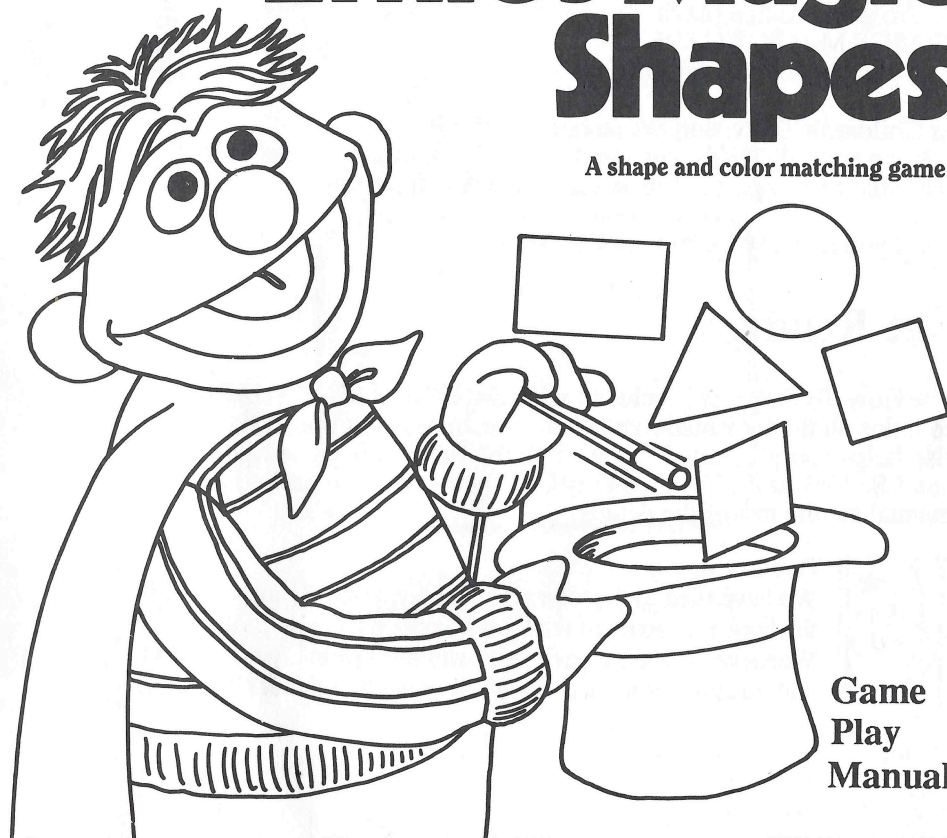
A SESAME STREET
preschool skills activity.

Featuring the JIM HENSON MUPPET™
Characters from SESAME STREET.™



Ernie's Magic Shapes™

A shape and color matching game.



Game
Play
Manual

Ernie's Magic Shapes

ABRACADABRA!
Get ready for
some shape magic!



You're going to like playing
ERNIE'S MAGIC SHAPES.
It's a game made just for kids like you.

At Children's Television Workshop, we think
kids are special. That's why we thought about what kids like best
and what makes games fun when we created this game.

So, if you're ready for fun, let's get started!

Get Ready

The How To Play Card included with ERNIE'S MAGIC SHAPES
contains all the information needed to set up your computer. It
also helps you get started enjoying all the fun of this game right
now! So look at the How To Play Card first and come back to this
manual for the rest of the details!

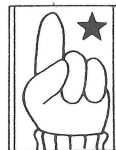


Parents:

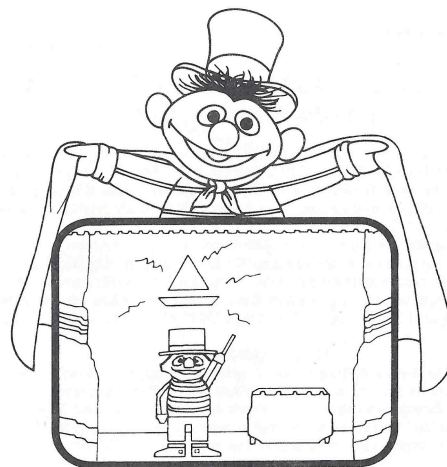
We have tried to describe each activity as clearly as possible in
the hope that you will read this booklet with your child.
Whenever you see a paragraph with this symbol, you will find
additional notes to help you guide your child through the game.

Right Before Your Eyes

Before you can play ERNIE'S MAGIC SHAPES, you have to
decide how hard you want your game to be. Choose your level
and you'll be on your way!

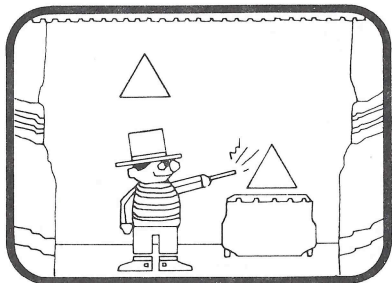


The game menu will give you a choice of 6 levels plus an
instruction mode. Each level is designed to be more difficult
than the last. Encourage your child to begin with the easiest
level and to practice skills that will help with the next level.



It's Magic!

Who is that on the screen? It's your old buddy Ernie--he's turned
into a magician! When Ernie raises his arm...POOF! A shape
picture appears above his head.

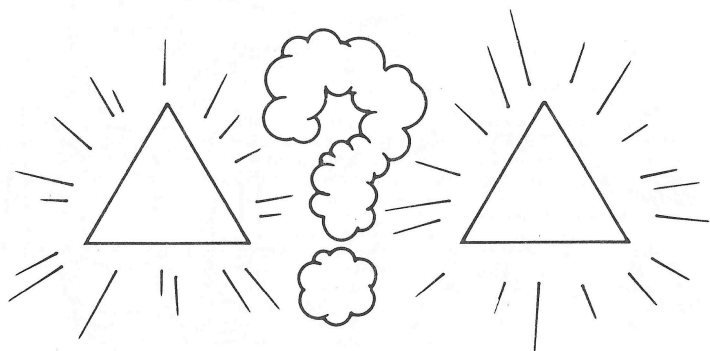


What next? When Ernie turns and waves his magic wand...

ZAP!

A shape appears on the table beside him.

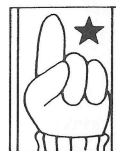
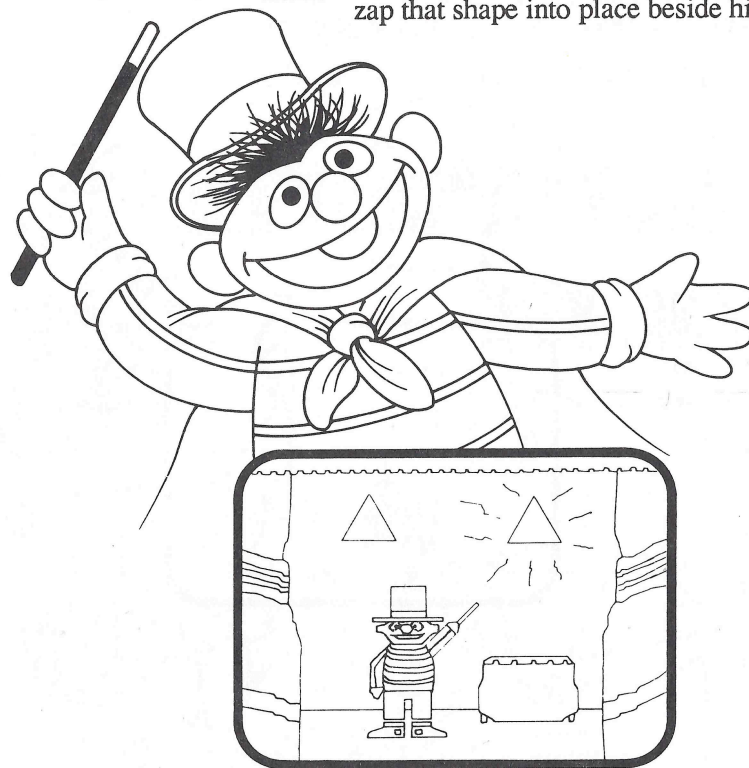
Now comes your job. Take a look at the shape on the table. Is it the same shape and color as one of the shapes in Ernie's picture? Or, if Ernie's picture has only one shape, does it match the shape on the table?



Remind your child to look at both color *and* shape. You may want to point to the shape on the table and then to Ernie's picture and ask your child, "Are these shapes just the same?"

Catch That Match!

If you think that the shape on the table matches or is a part of Ernie's picture, press . If you are right, Ernie will nod his head and zap that shape into place beside his picture.





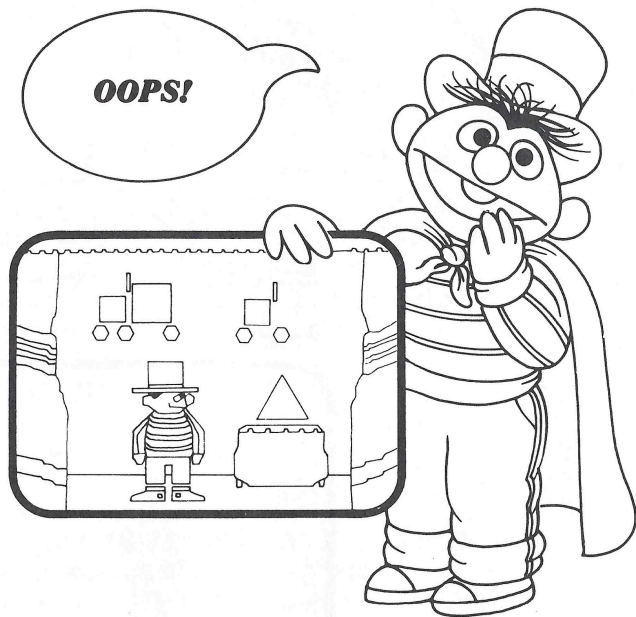
Ask your child, "What happened to the shape on the table?" If he or she is not sure, point to the shape that is now above the table.



Ernie's™ Magic Shapes

Oops!

(continued)


Oops! You pressed  but the shape on the table is *not* in Ernie's picture. Your buddy Ernie will shake his head "no" to tell you that you made a wrong guess. Then he will wait for you to press *. When you do...POOF! He'll send the shape away and magically make a new shape appear.

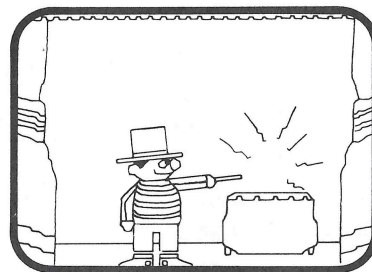


At first you might need to remind your child to press *after Ernie shakes his head "no". Say something like "That shape is not in Ernie's picture. Press *to send that shape away."

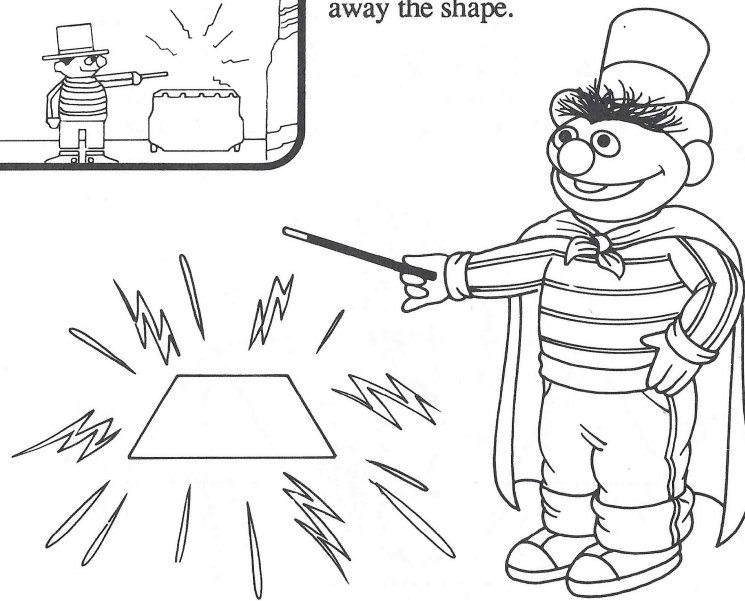
*Commodore Users: Be sure to check your How To Play Card for the proper key to use.


Shapes Away!

If you decided that a shape on the table is *not* a part of Ernie's picture, press .



In a flash, Ernie will wave his magic wand and zap away the shape.



Yikes! You goofed and pressed  when a shape *was* in the picture. Don't worry--Ernie will bring back that shape later and you can choose it then.